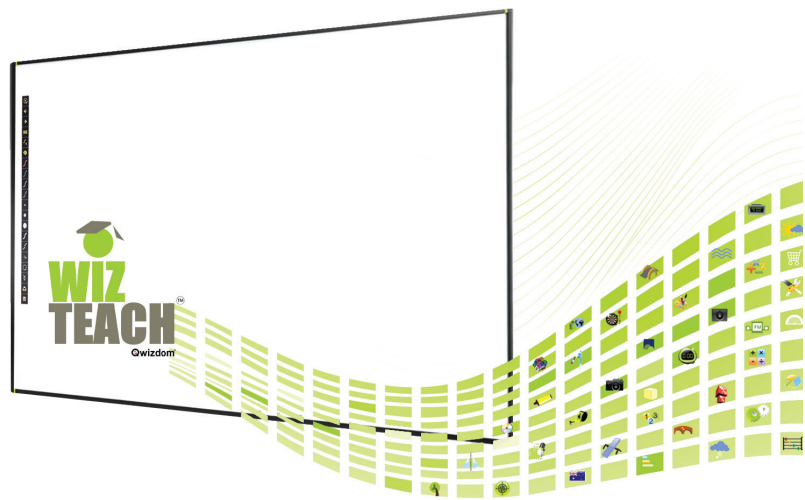


USER GUIDE



PolyVision®

a steelcase company

bring learning to life™

Support Information

Support Contact:

Please contact your supplier or distributor for support. Alternatively email:
support@wizteach.com

Minimum System Requirements:

Windows XP Service Pack 3 or later

512MB RAM or higher

1GHz processor or higher

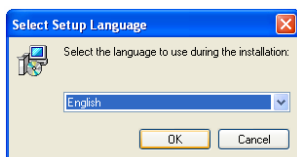
400MB Free Disk Space

User Guide

To access the User Guide click on: Start menu > All Programs > Qwizdom > WizTeach > Help and click on the language for this complete User Guide.

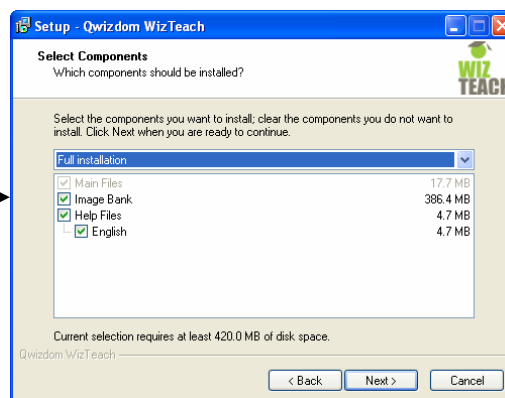
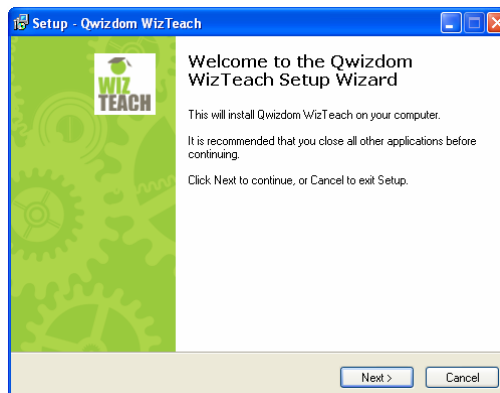
Installing WizTeach

The WizTeach installation should start automatically; if it does not start automatically please go to My Computer, double-click on your CD/DVD drive, and then double-click on Setup to start the installation process.

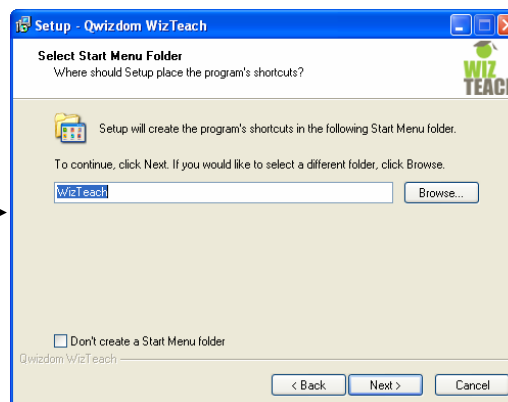
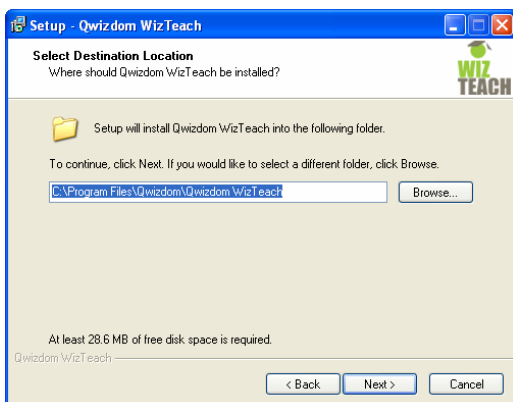


You will be asked to select your installation language as shown above. Click OK to continue.

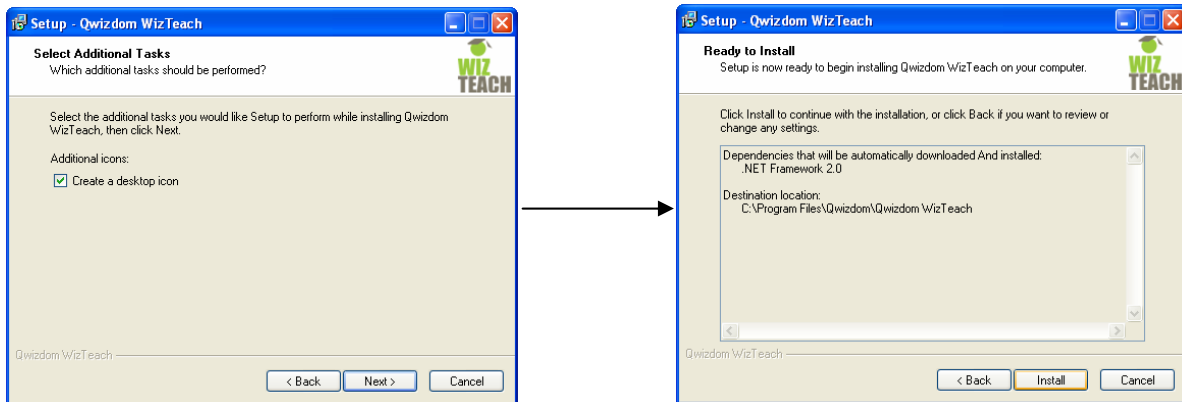
You will then see the following screen: →



You will be asked to agree to the End User License Agreement. Click Next to continue to select the type of installation you require; choose from Full, Compact or Custom.



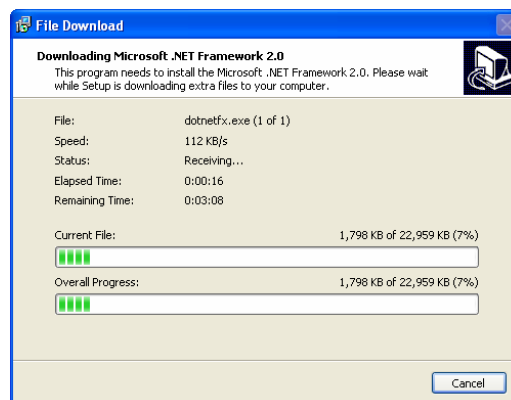
You should then select where to install WizTeach and any Start Menu shortcuts. Click Next when you are happy with both locations.



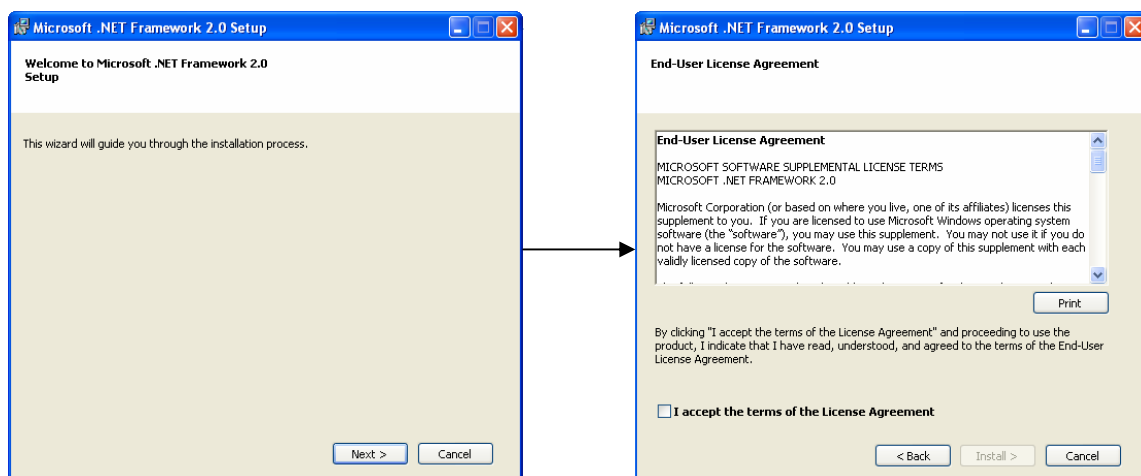
You will then be asked whether you want to create a desktop icon. Check or uncheck the box and click Next to continue. You will then be shown any further pre-requisites that will be installed along with WizTeach. Click Install to begin the installation.

N.B. This only applies if Microsoft .NET 2.0 is to be installed. If it is already installed please go straight to the next page.

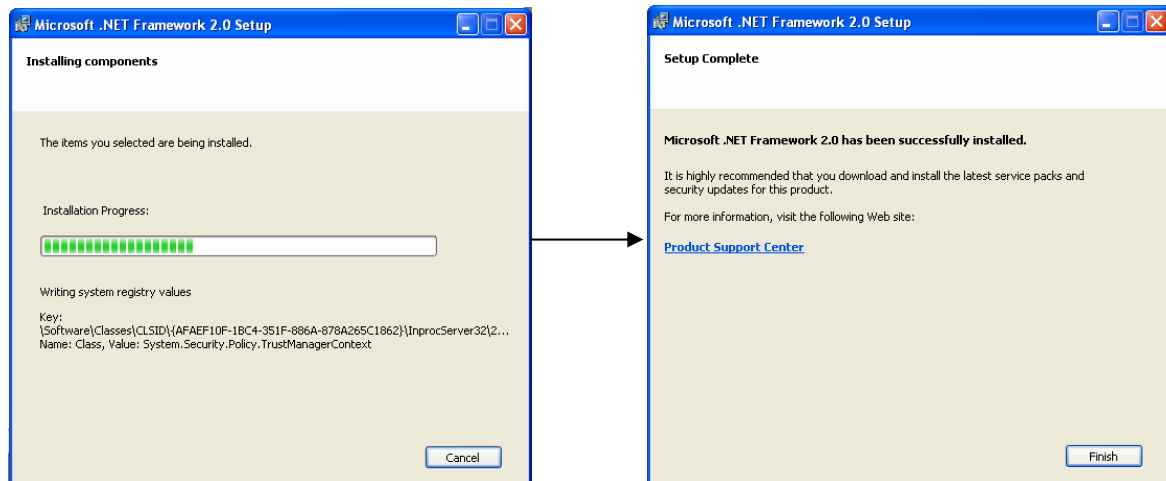
You will see the following:



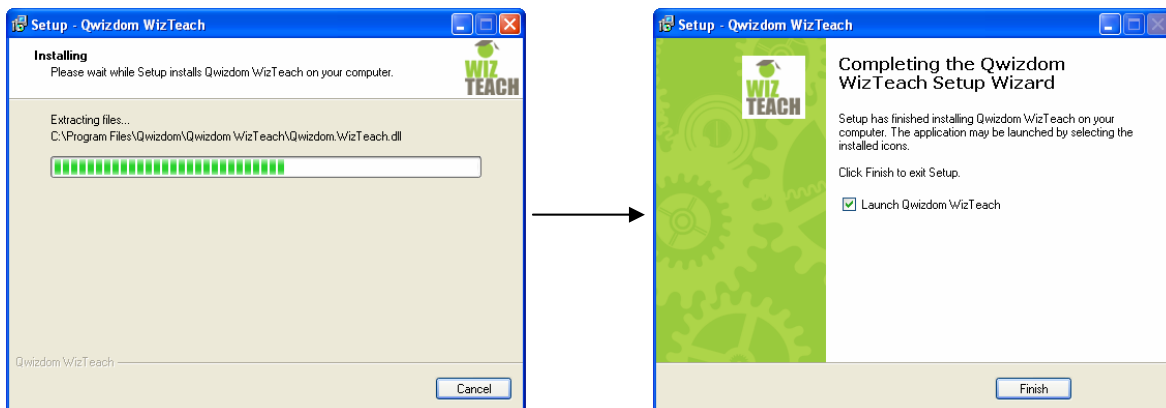
.NET will be downloaded if you are installing from a WizTeach download. If you are installing from CD you will go straight to the following:



Click Next to go to the End User License Agreement for the Microsoft .NET Framework. You need to check the box to accept the Agreement then click Install. You will then see the installation progress bar and the Setup Complete windows as below. Click Finish to continue the WizTeach installer.



WizTeach will continue to install as follows:



You will see the WizTeach installation progress bar and once installation is complete you will see the Setup Complete window as shown above. Check the box depending on whether you wish to start WizTeach immediately and click Finish to finalize the installation.

Installation is now complete.

WizTeach Registration & Activation

When you run WizTeach for the first time you will be asked to select your preferred language for WizTeach. This can also be changed using the Settings menu.

N.B. you will only be asked to do this at installation and not every time WizTeach starts.



Once you have selected your language you will be asked to enter your Product Key and activate your software license. The following window will appear:



You should enter the Product Key supplied into the box. When you have entered all 16 digits of the Product Key and press OK, the software will attempt to activate your license via the internet.

If there is no internet connection available or your connection is blocked by a Firewall you will see the following:



Qwizdom WizTeach will then provide your Serial Number which will be displayed in the box as shown.

You then have three options for activation of your WizTeach software:

Activate Via Phone: You can contact the Qwizdom Office and quote your Serial Number, and you will be provided with an Activation Code to fill into the eight empty boxes.

Activate Via Email: WizTeach will automatically open your preferred email client (e.g. Outlook, Outlook Express) and create an email with your Serial Number for activation. You should check your emails for a return email with a valid Activation Code and you can then enter this into the eight empty boxes.

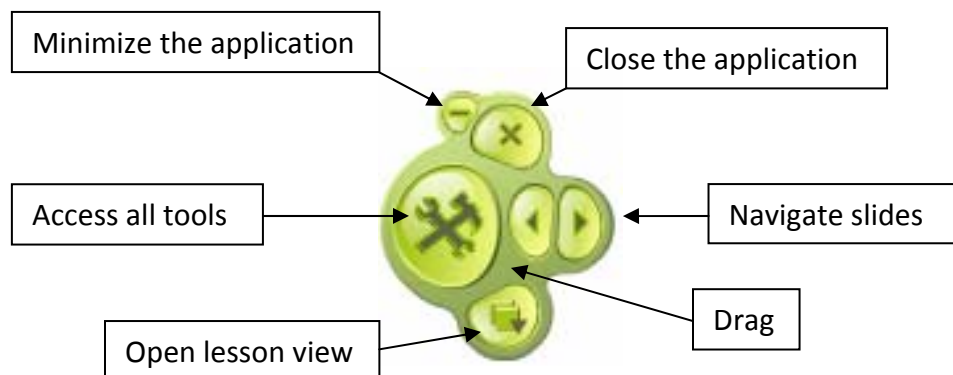
Activate Via Website: This will provide you with a link to the WizTeach activation website, for use from any computer. You can then enter your Serial Number, and you will be provided with an Activation Code to enter into the boxes.


Once you have entered your Activation Code, either via Website, via Phone or via Email, click ok and WizTeach will then start automatically in the top right-hand corner of your screen:

WizTeach will remain on top of every other open application unless you choose to minimize it. It can then be maximized from the Taskbar at the bottom of your screen.



GENERAL INFORMATION



Click on  button on the floating tool palette to bring up the tools list



The tools palettes available are Standard Tools, Math, Literacy and Settings. To select any of the tools simply click on the set of tools you wish to navigate to. We will take a look at all the tools available in turn.

VIEWING LESSONS AND SLIDE THEMES

The lesson view allows you to apply various backgrounds to your lessons, move onto new topics without losing previous activity and save the work you have done for future use.



Use the arrows to move through completed slides

Click here to open 'Lesson View'

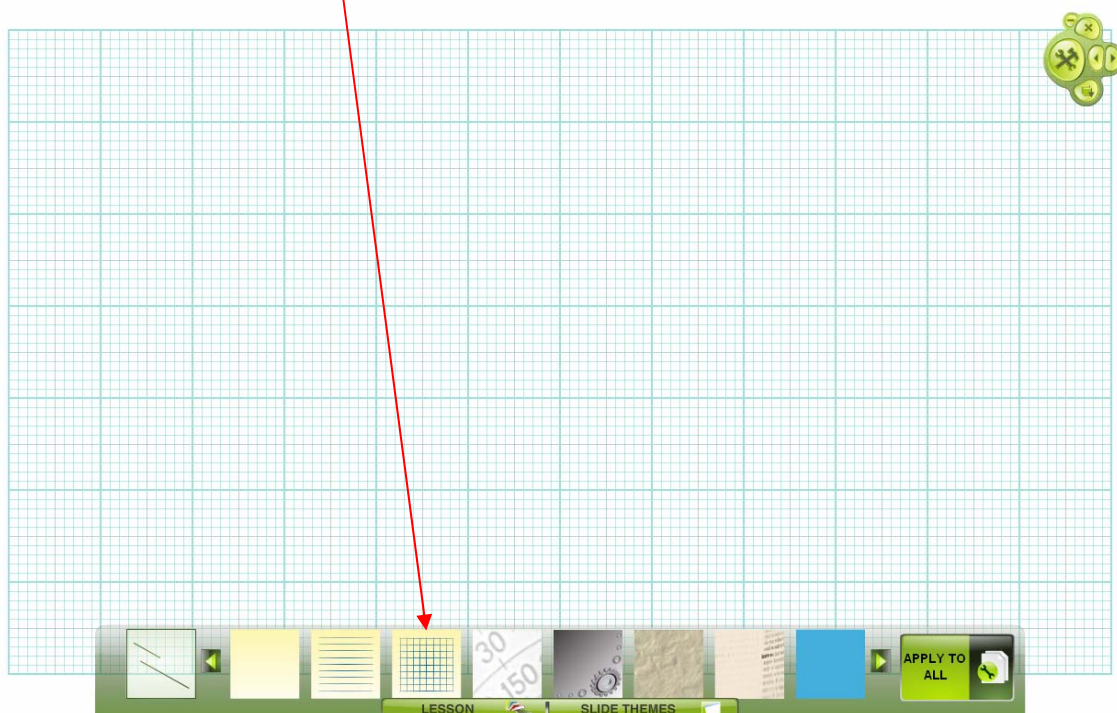
You will then see the menu at the bottom of your screen:



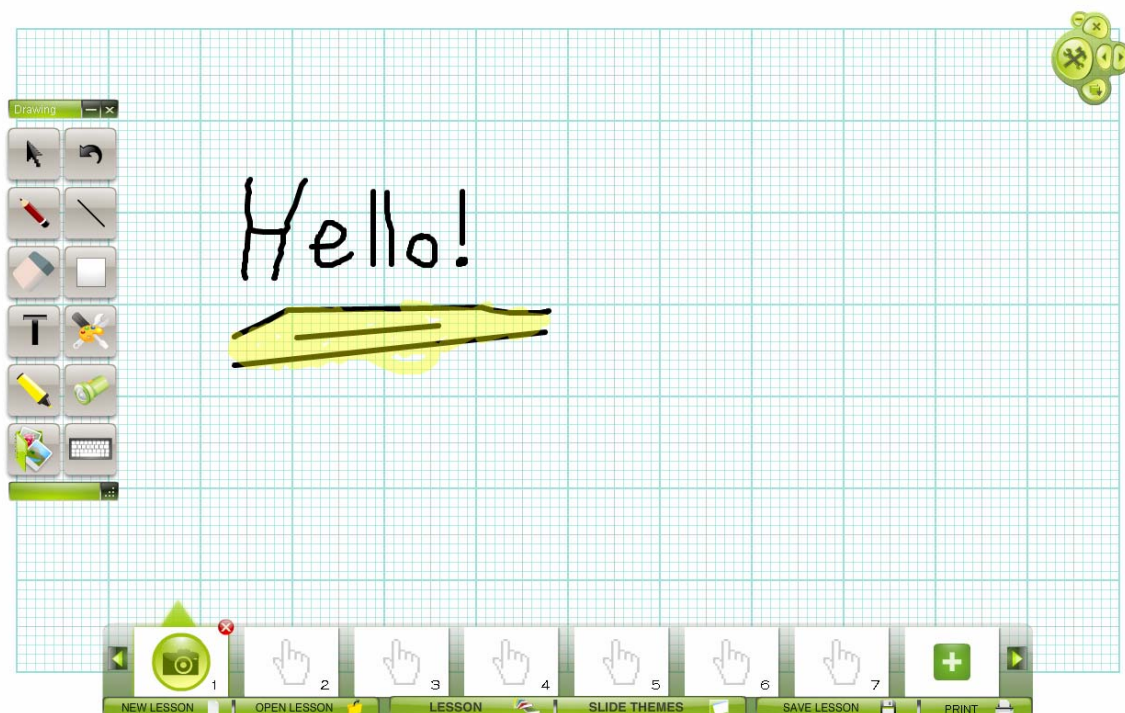
To select Slide Themes click on the Slide Themes button The Slide Themes options will then appear:



Select the Theme you wish to use for this part of your Lesson or Slide. We will choose squared background paper:



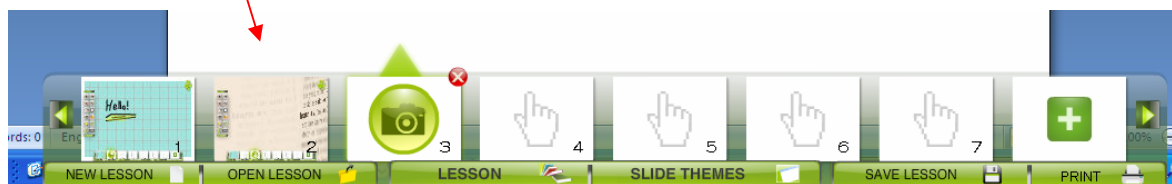
Your selected Slide Theme will appear over your desktop and any open applications. You can then use any of the WizTeach tools:



If you click on the Lesson menu you will then see the slides you have created as part of your lesson. If you want to move to a new topic or section you can either click the Right Arrow in the Lesson Menu or in the WizTeach palette:



You can see the slides that have been created as you move through your lesson, change slide themes, draw and use the various WizTeach tools:





You can create New Lessons, Open previous Lessons, Save your Lesson or Print.

STANDARD TOOLS

DRAWING



The following Drawing Tools are available:

- | | | | |
|----------------|---|--------------|---|
| 1. Cursor |  | 2. Undo |  |
| 3. Pencil |  | 4. Lines |  |
| 5. Eraser |  | 6. Shapes |  |
| 7. Text |  | 8. Color |  |
| 9. Highlighter |  | 10. Torch |  |
| 11. Images |  | 12. Keyboard |  |

1. Cursor



Clicking on this icon will return your pointer to the cursor arrow, deactivating whichever WizTeach drawing application you have been using.

2. Undo



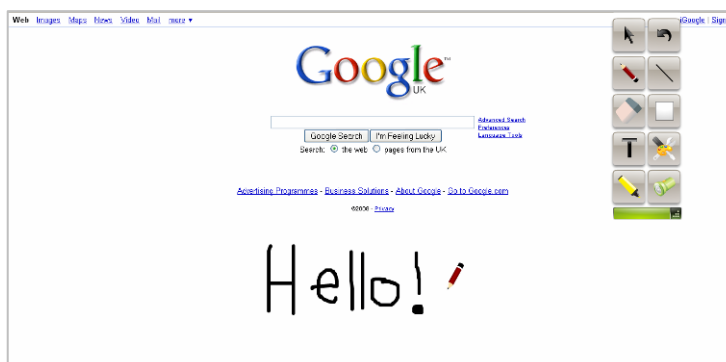
Clicking on the Undo icon will cancel any highlighting, shapes or drawing made using WizTeach in reverse order. It can be used repeatedly to remove previous actions.

N.B. This will not undo actions in other applications (e.g. MS Word, MS Excel, Internet Explorer, etc.)

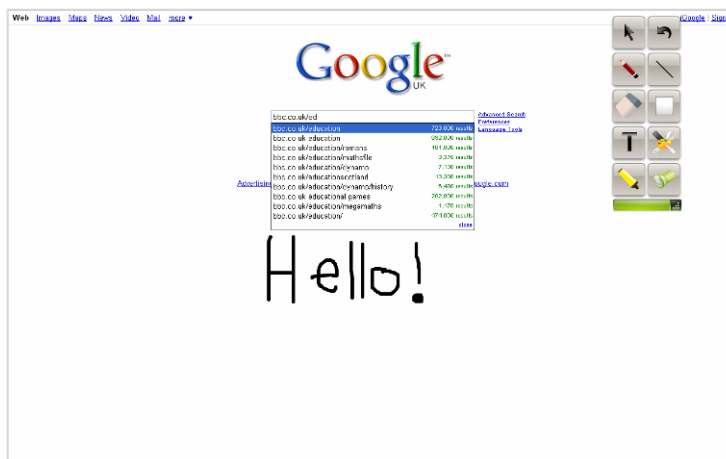
3. Pencil



Use the Pencil tool to directly draw over your active window (e.g. Internet explorer- MS PowerPoint etc.).



You will still be able to actively use the open application without losing any of your drawing:



4. Lines



The Lines tool allows you to draw a straight line between two points on screen. Click where you want the line to begin and hold down the mouse button, or keep your finger on the whiteboard, and then release where you want the line to end.



There are three line options:



- Straight Line



- Dotted Line

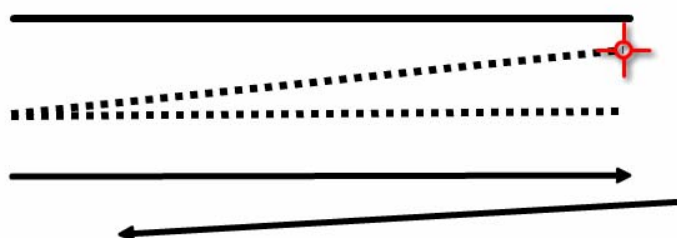


- Pointed Arrow



You will also see that the pointer turns into a target when you are drawing lines.

Examples of the lines are shown below:



5. Eraser



Use the Eraser tool to delete screen objects. There are four options for deleting drawing, highlighting and annotations:



Single Line or Object



Within an Area



Delete All



Drag to the Recycle Bin



Deleting a Single Line or Object:

This allows us to click on any single line or object, drawn in a single mouse click/drag as shown below:



Deleting within an area:

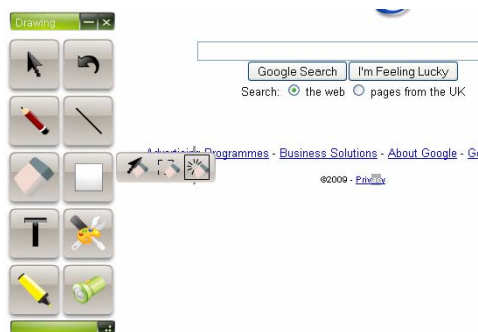
Click and drag to form a box around whatever it is you wish to delete. When you release every WizTeach object within the box will be deleted.





Delete All:

Click on delete all to remove all of the WizTeach objects onscreen at once.



Using the Recycle Bin:

You can also delete items by dragging them over the Recycle Bin which appears in the bottom right hand corner of the screen.

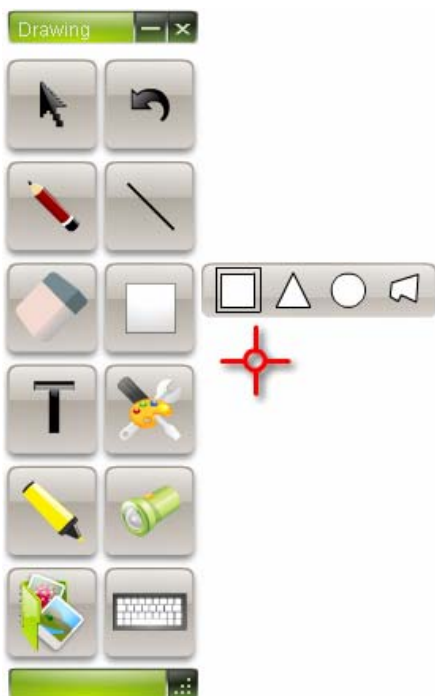
N.B. This can be done at any time and you do NOT need the eraser tool active



6. Shapes



Use the Shapes tool to create any of the following: squares, rectangles, triangles or custom shapes.



There are four shape options:



- Rectangles



- Triangles



- Circles



- Freeform Shapes




You will also see that the pointer turns into a target when you are drawing shapes.

7. Text

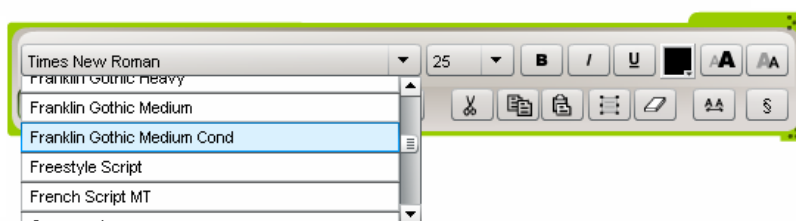



The Text tool allows you to create new text boxes, alter their appearance, text formatting, etc.

When you click on the Text Box icon  the toolbar controlling the text box will appear as below:



You can select the text font using the drop down menu as shown:
You can also change text color, cut and paste, underline, etc.



To create a new Text Box you would then click on the  button and the Text Box will appear. Click inside the Text Box to start typing.

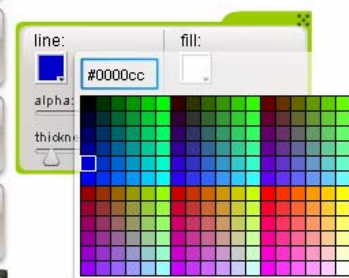
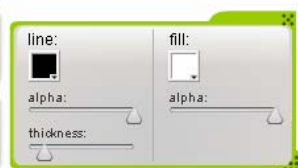


start typing...

8. Color



The Color Palette allows you to change the color of your drawings, lines, shapes and annotations. You can change the line color and the fill color.

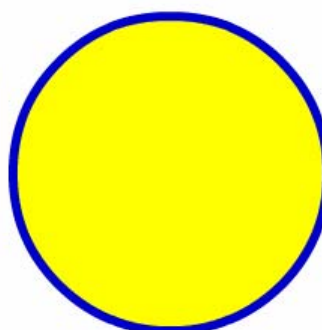


When you click on the color for either line or fill you can then select from the color palette as shown:

You can also change the line thickness and the transparency (alpha)



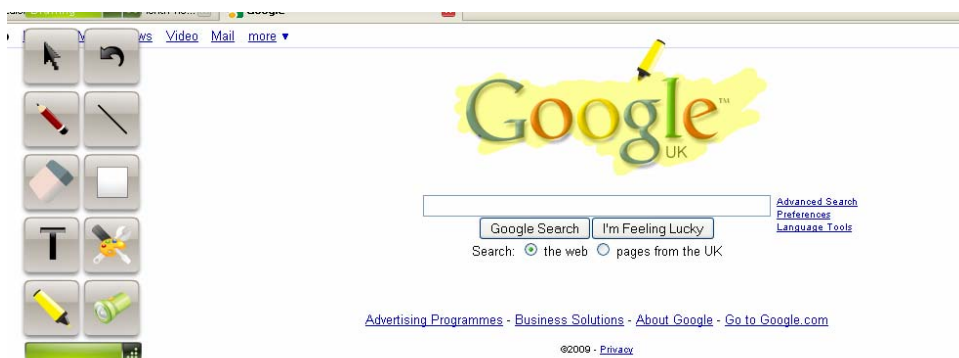
For example, if I select blue for the line and a yellow fill and then go to the Shapes > Circle option, you will end up with a blue circle filled in yellow as shown:



9. Highlighter




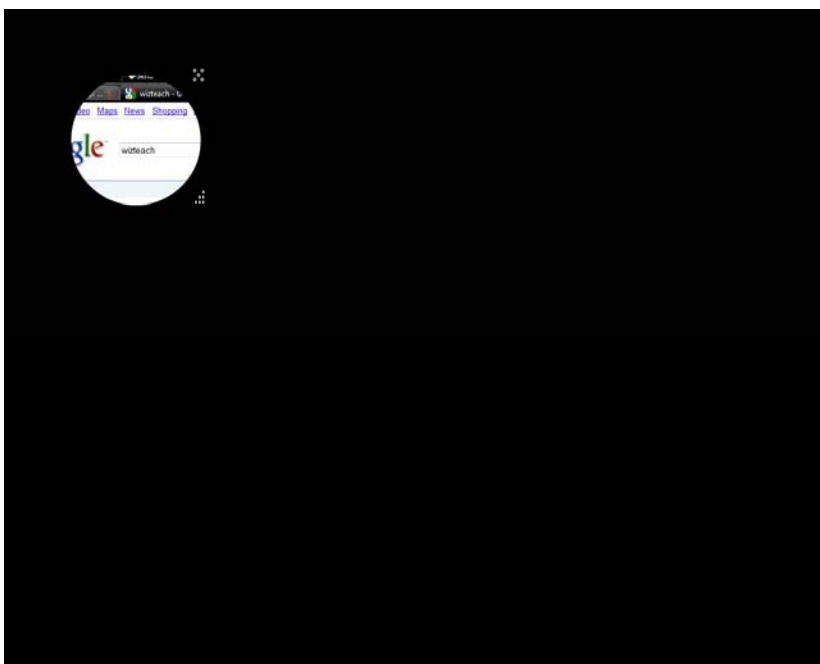
The Highlighter tool is to allow you to highlight anything onscreen. By selecting the Highlighter tool your pointer will show a highlighter and will highlight by clicking and holding the mouse while you highlight. With multiple clicks over the same area the highlighter will build up several layers.



10. Flashlight



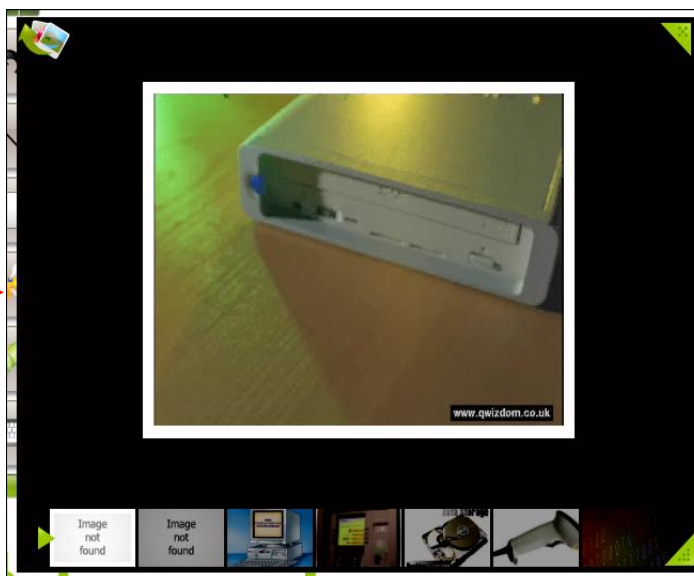
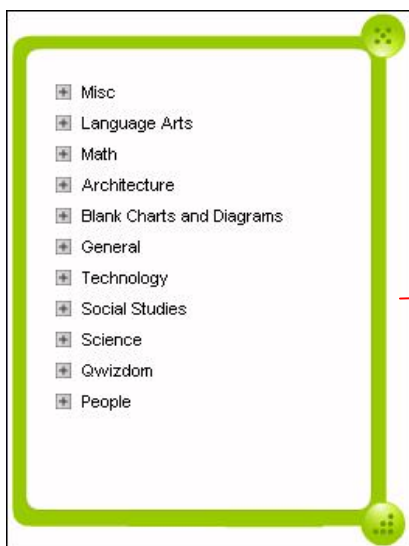
The Flashlight Tool will blacken the screen and only reveal the area where the mouse pointer is. This is similar to a flashlight being operated in a darkened room. You can close the Flashlight by releasing the mouse and clicking on the  that appears



11. Images



The Images Tool allows you to show images relating to various topic areas. Select the subject you require and then double-click images from the preview folder to display them.



12. Keyboard



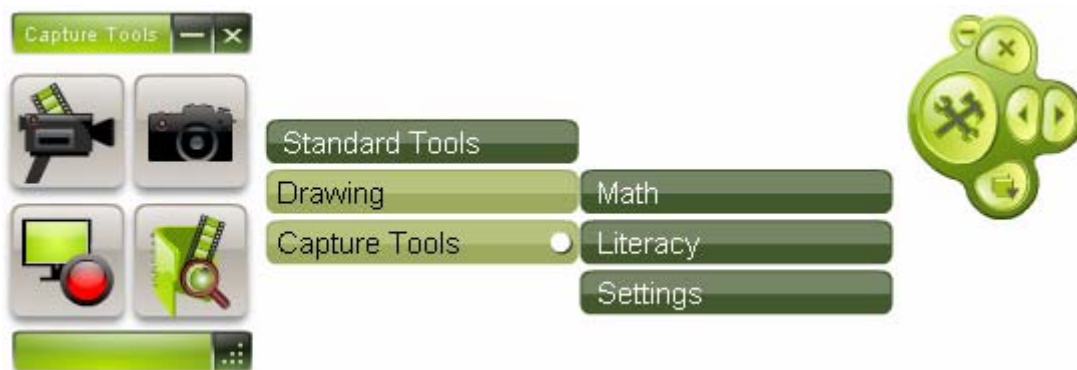
The WizTeach Keyboard will appear onscreen and allow you to type into any open application, such as Microsoft Word, MSN Messenger, etc., or directly into WizTeach Text Tool.



N.B. The keyboard language will change according to the language you selected when WizTeach was first installed.

VIDEO CAPTURE

The Video Capture software is used in conjunction with a Visualizer, document camera, webcam or video camera to capture and record video and still images.



The options within Video Capture are as follows:

1. Video Device



2. Screen Capture



3. Screen Record



4. Archives



1. Video Device



Video Device allows you to display a live video feed from an external source such as a Visualizer or video camera.

A new window will appear displaying the video input feed.

2. Screen Capture



Screen Capture allows you to save a snapshot image of your screen. You can choose to capture an image of a specified area or the full screen.

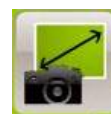
When you have selected your Image Area or clicked Full Screen Image you will be asked where to save your picture.

Saved images are available for quick viewing in the Archives.

Select Image Area



Full Screen Image



3. Screen Record



This gives you the option to record your onscreen activities.

When you want to start recording you click on the Record button. Click Stop to end the recording and you will be asked where to save your recording.

Saved recordings are available for playback in the Archives.

Stop



Record




4. Archives



The Archives allows you to select and view previously recorded videos and images:



NAME	DATE	FILE LOCATION	TYPE	SIZE
qwertyuiop	16/06/2009 13:	C:\Documents and Setting	.flv	777KB
test	15/06/2009 15:	C:\Documents and Setting	.jpg	6KB
test	16/06/2009 14:	C:\Documents and Setting	.flv	5MB
Rotation tool	16/06/2009 15:	C:\Documents and Setting	.jpg	28KB
Reflection	16/06/2009 15:	C:\Documents and Setting	.jpg	15KB
Reflection 2	16/06/2009 15:	C:\Documents and Setting	.jpg	53KB
Shapes Angle:	16/06/2009 15:	C:\Documents and Setting	.jpg	40KB
Drawing toolb.	16/06/2009 15:	C:\Documents and Setting	.jpg	12KB
Keyboard	16/06/2009 15:	C:\Documents and Setting	.jpg	17KB
Image Gallery	16/06/2009 15:	C:\Documents and Setting	.jpg	19KB
Images 2	16/06/2009 15:	C:\Documents and Setting	.jpg	28KB



 DELETE SELECTED
 DELETE ALL
  LAUNCH

Click on the LAUNCH button to open the video or image you wish to view.

MATH TOOLS

Within Math Tools we have the following:

- ✓ Numbers
- ✓ Measurement Tools
- ✓ Geometry
- ✓ Graphs & Data
- ✓ Math Games



NUMBERS

Navigate and open Numbers tools



The Tools contained within the Numbers tools are:

1. Numbers



2. Symbols



3. Function Calculator



4. Abacus



5. Number Lines



6. Grids



7. Fractions



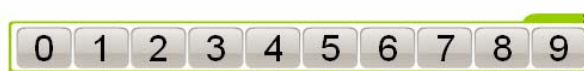
8. Calculator



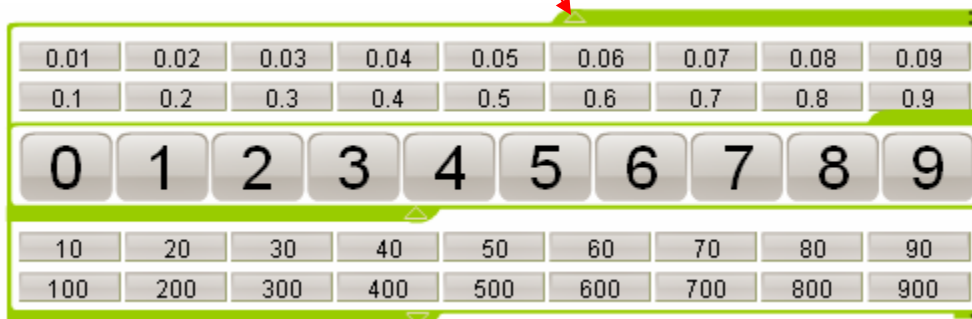
1. Numbers



Drag numbers out from the number line
Join numbers together by bringing them close to each other.



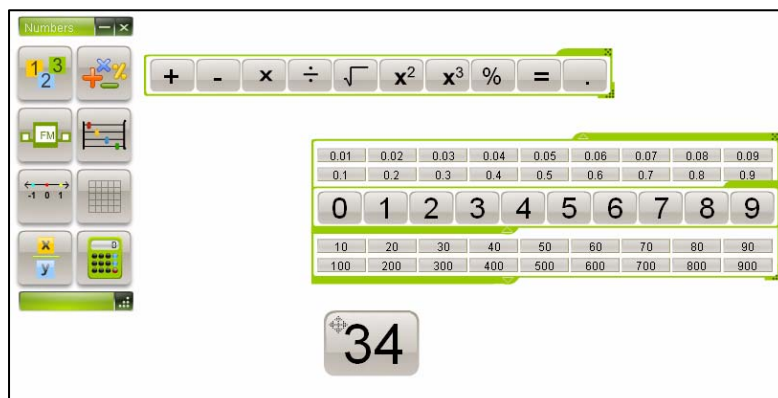
Expand/collapse number line to see smaller/larger numbers



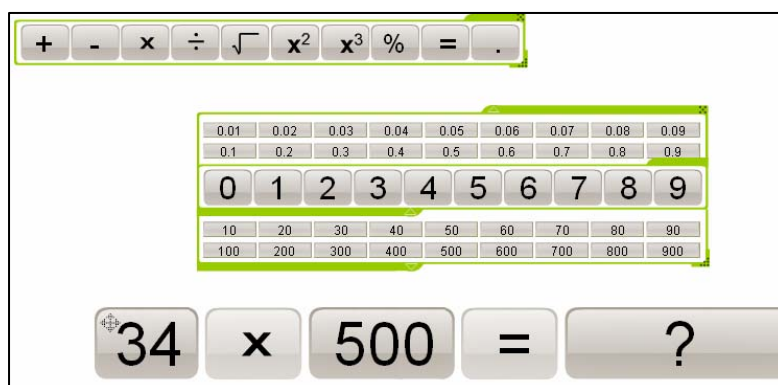
Expand/collapse number line to see smaller/larger numbers

Resize

2. Mathematical Symbols

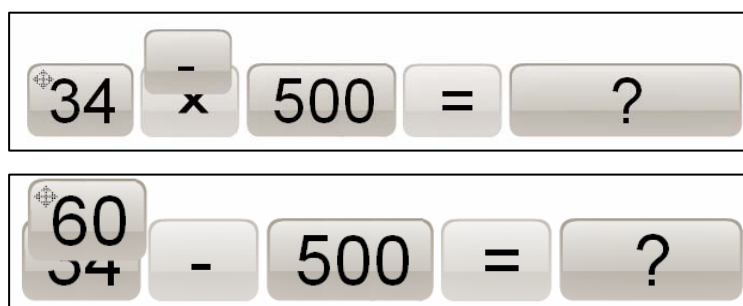



Drag a symbol alongside your existing number, add another number and place an =



Click the '?' to reveal the answer

Replace symbols or numbers by dragging another on top- the calculation will now change.



You may want to close some existing tools as we proceed. To do so, click on the close icon.

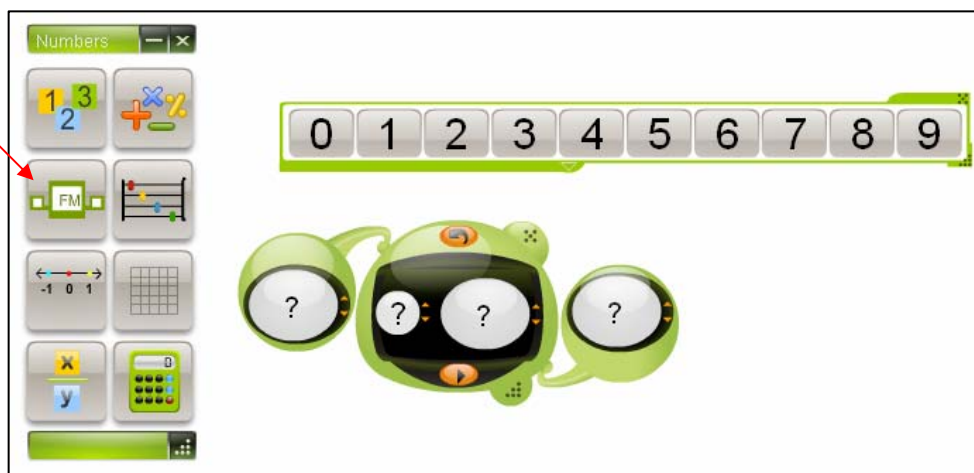


You can also drag your sum into the trash can



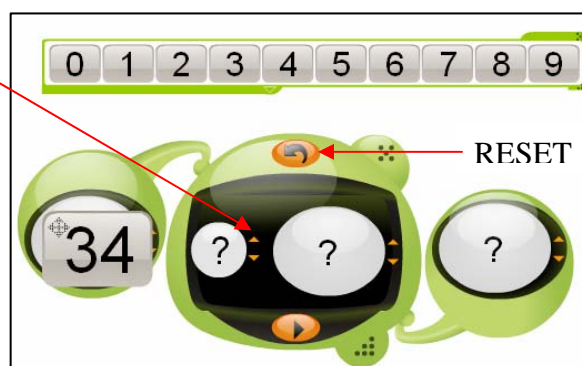
(N.B. The Recycle Bin only appears when you are dragging WizTeach objects around the screen)

3. Function Machine

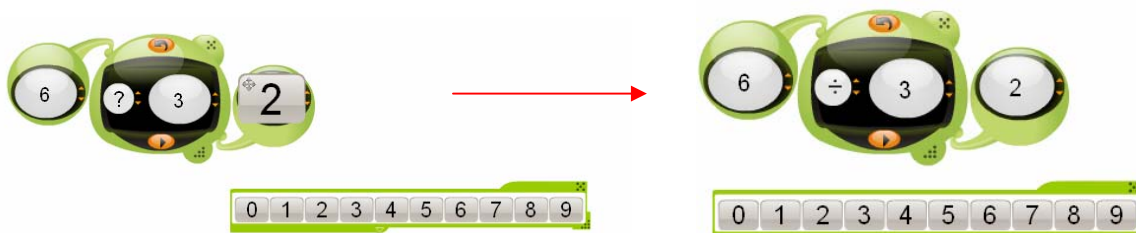


Set the number/symbol by using the arrows...

Alternatively drag numbers and symbols into the relevant areas.



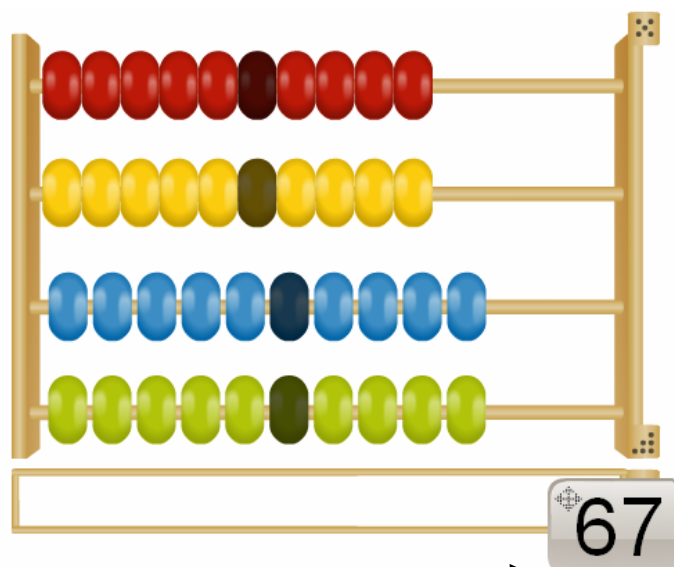
Equations can then be calculated based on what has been selected as your calculation. This can be symbols that are required or numeric answers:



4. Using the Abacus

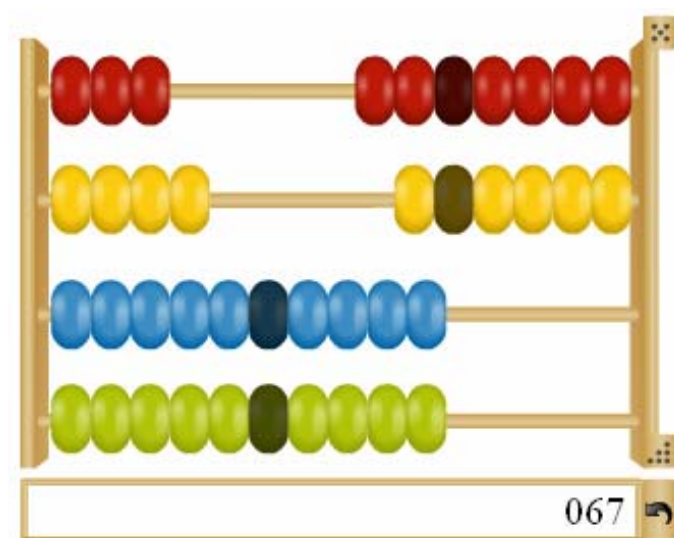


Drag the beads to reveal numbers



Drop a number here to show it on the abacus

The number 67 as dragged above will be displayed as shown:



5. Using number lines



Select the type of line you want. You can remove numbers from the line by clicking on the number and dragging it away from the line.



Resize the line by clicking and dragging from here.

6. Grids



Use the Grids function to create a grid of numbers. These can be selected using the preset options or a new grid may be created from scratch by selecting 'Create a Grid' and then typing in how we would like our new grid to appear:

No of rows	2	Start at	3	Hide numbers	<input type="checkbox"/>
No of columns	4	Increment by	10	<input type="button" value="Create"/>	

The Grid we have created above will look like:

3	13	23	33
43	53	63	73

No of rows	2	Start at	3	Hide numbers	<input checked="" type="checkbox"/>
No of columns	4	Increment by	10	<input type="button" value="Create"/>	

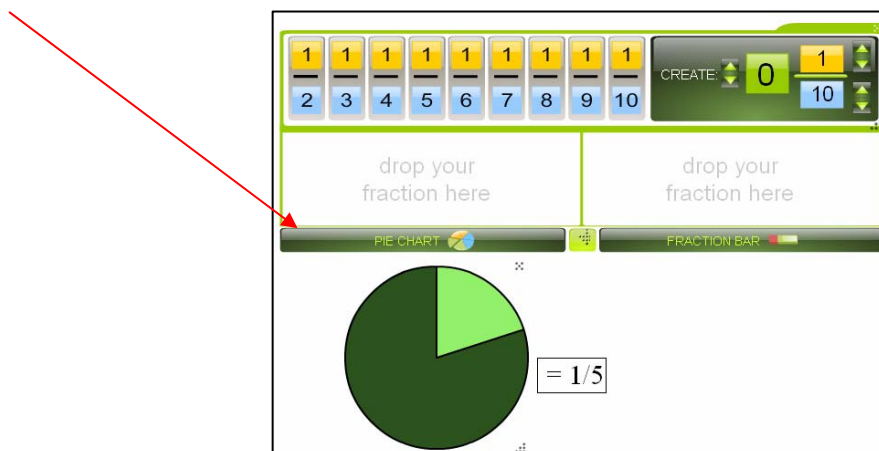
If we decide to hide numbers in the grid then the numbers will only appear when clicking in each individual box in the grid as shown:

3		23	
43			

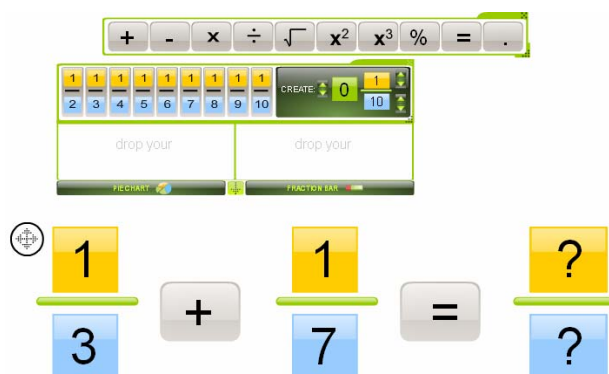
7. Fractions



- Drag out a pre-made fraction or create one of your own
- Expand to view the fraction as a pie or fraction bar



- Use the Mathematical symbols to show adding/subtracting/dividing/multiplying fractions



8. Calculator



The calculator gives an on-screen calculator with functions including percentage, square root, squared and cubed.



The calculator in action

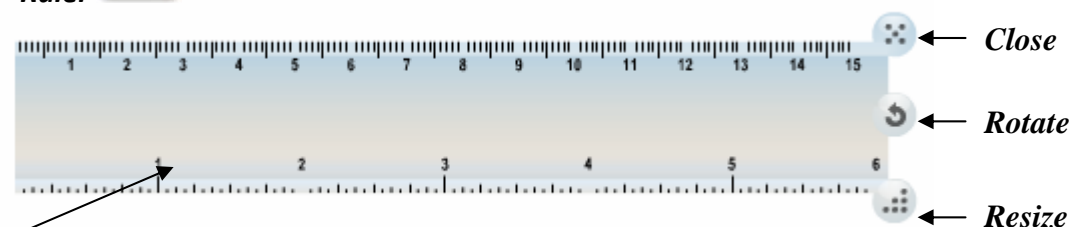
MEASUREMENT TOOLS



There are 8 Measurement Tools included. These are:

- | | | | |
|--------------|---|-------------------|---|
| 1. Ruler |  | 2. Protractor |  |
| 3. Compass |  | 4. Convertor |  |
| 5. Clock |  | 6. Calculator |  |
| 7. Stopwatch |  | 8. Measuring Tape |  |

1. Ruler



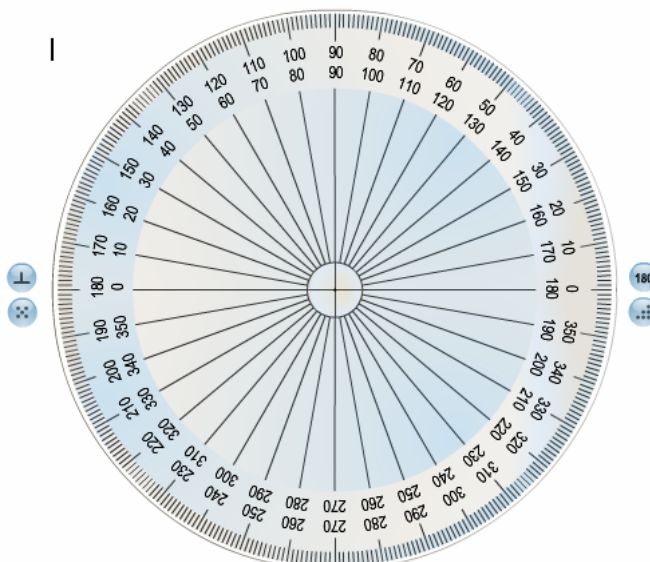
Move

The Ruler tool allows you to measure straight edges and between two points. It can be rotated, resized and moved to measure distances anywhere onscreen.

2. Protractor



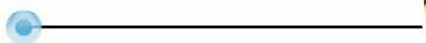
The Protractor allows you to measure angles anywhere onscreen. It may be moved, rotated, resized and turned into a 360° Protractor to measure angles greater than the basic 180° Protractor allows:



3. Compass



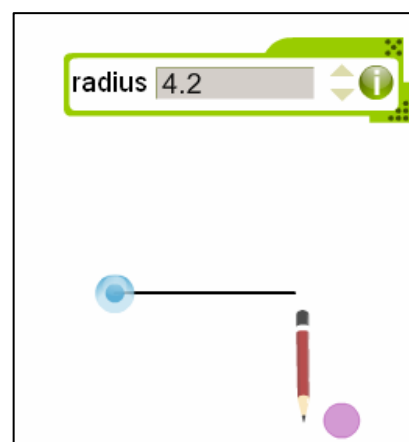
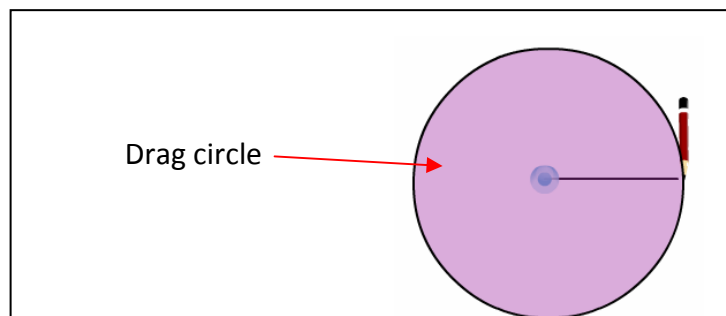
radius 10



Move tool

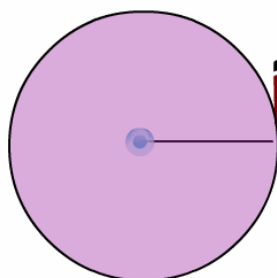
Click and hold on the pencil- drag left or right to select radius length. Drag pencil down to select the color of circle you desire.

Release the pencil and the circle will be drawn.



radius 4.2

Click on the 'i' to reveal information on your circle



Circle Information

Radius	4.2
Diameter	8.4
Circumference	26.39
Area	55.42

☒ hide radius
 ☒ hide diameter

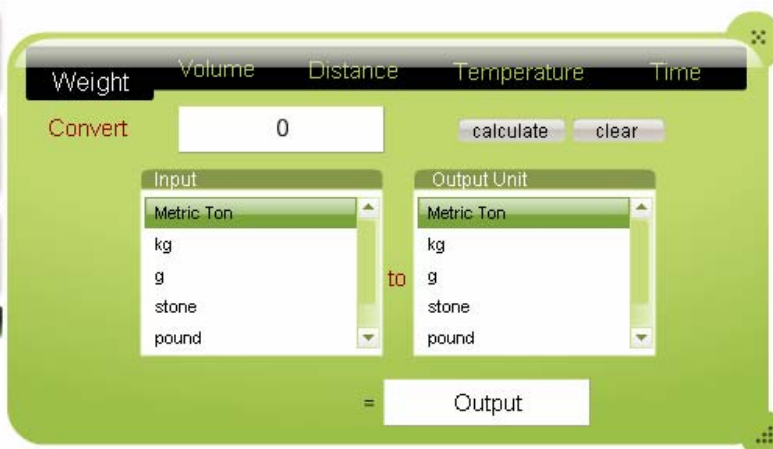
☒ hide circumference
 ☒ show all

☒ hide area

4. Convertor



The Convertor tool can be used to convert units of weight, volume, distance, temperature, and time from one unit of measurement to another, e.g. yards to meters, Celsius to Fahrenheit, etc.



5. Clock



When you click on the Clock icon the analogue clock will appear:

To set the time on the analogue clock you should click on the clock hand you wish to move and drag it round to the correct dial position (e.g. the hour hand to 2 and the minute hand to 3 to show 2:15).



You can switch to the digital clock by clicking the **DIGITAL** button on the clock face.

To enter the time on the digital clock use the up or down arrows above and below each of the numbers on the clock. You can switch between 24hr and 12hr displays by clicking the buttons on the right of the clock.

It is also possible to convert the digital clock time to analogue by clicking on the **ANALOG** button at the bottom of the clock.



6. Calculator



The calculator function in Math Tools is the same as in Numbers.

The calculator gives an on-screen calculator with functions including percentage, square root, squared and cubed.







The calculator in action

7. Stopwatch



The Stopwatch can be used to record the time taken to complete an activity.

You can start the stopwatch using the , reset the stopwatch using the  and pause using the .


The option is also there, using the , to record split times. This can be seen below:

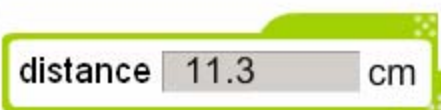


8. Tape Measure

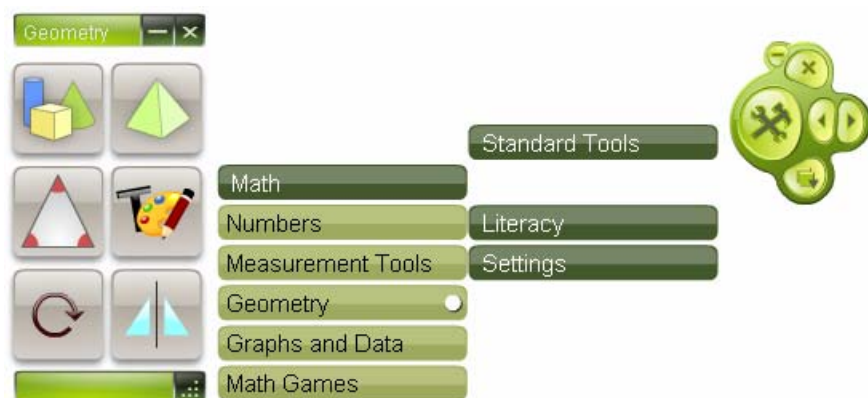


The Tape Measure can be used to measure the length of objects onscreen. The Tape Measure can be moved by clicking on it and dragging it to the point the wish to start measuring from.

To record a new measurement click on the end of the tape  and drag it to the point you wish to measure. The measurement will appear in the box and the tape will return into the measure.



GEOMETRY



Geometry contains the following tools:

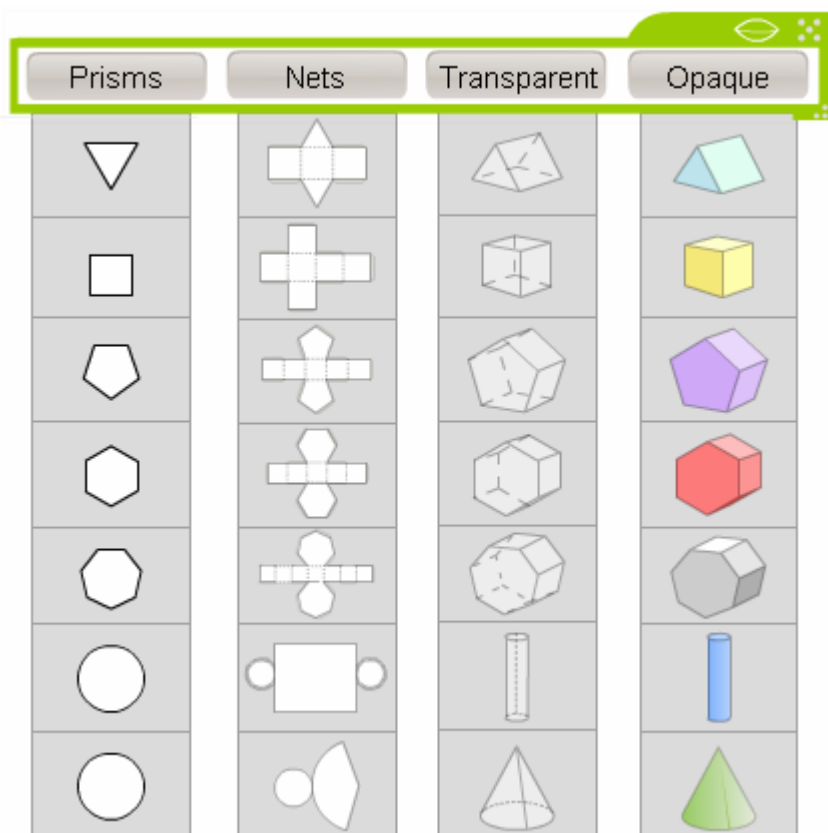
- | | | | |
|-------------|---|------------------|---|
| 1. Prisms |  | 2. Pyramids |  |
| 3. Angles |  | 4. Drawing Tools |  |
| 5. Rotation |  | 6. Reflection |  |

1. Prisms



The Prisms tool enables you to create prisms and see how they are formed. There are four menus for creating your prisms:

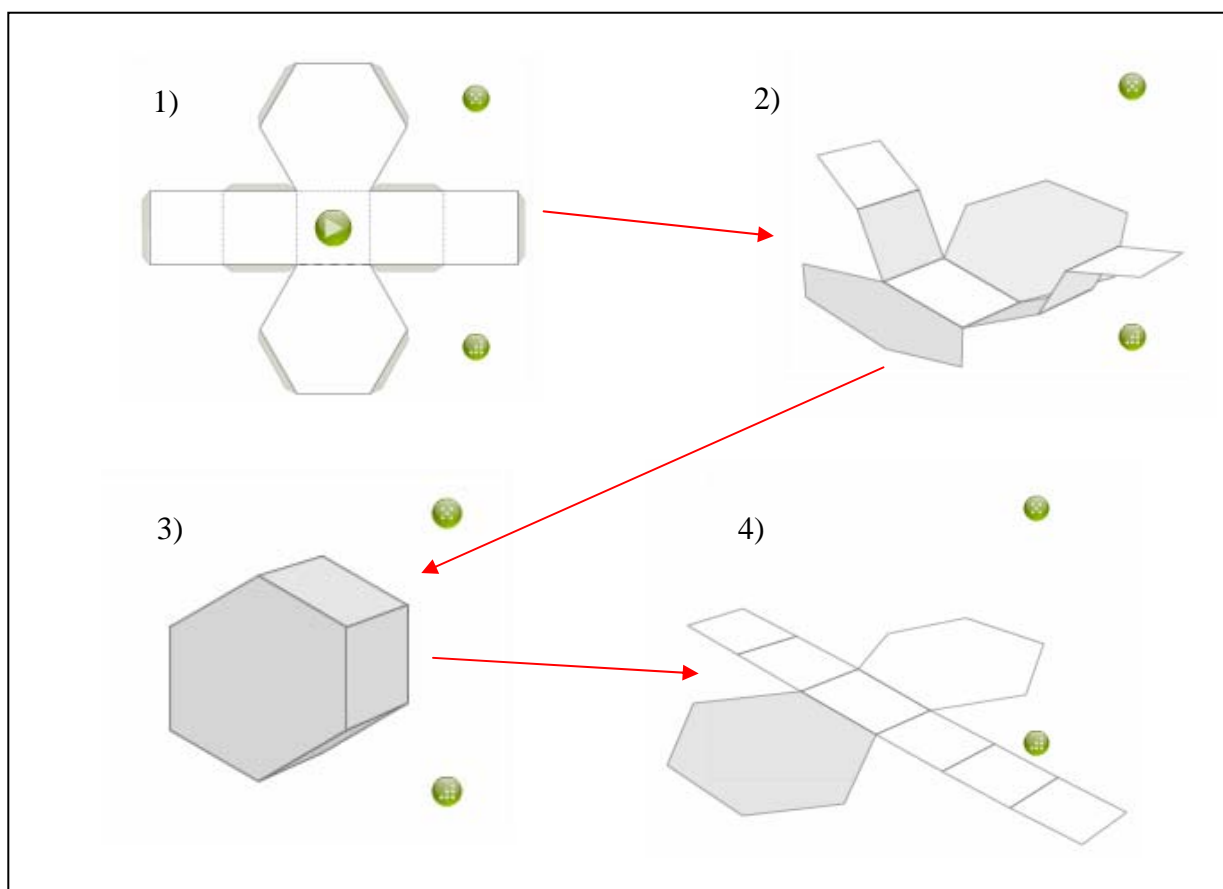




By clicking on the we can show all of the options for the Prism menus.

Clicking on the will then hide the menu options again.

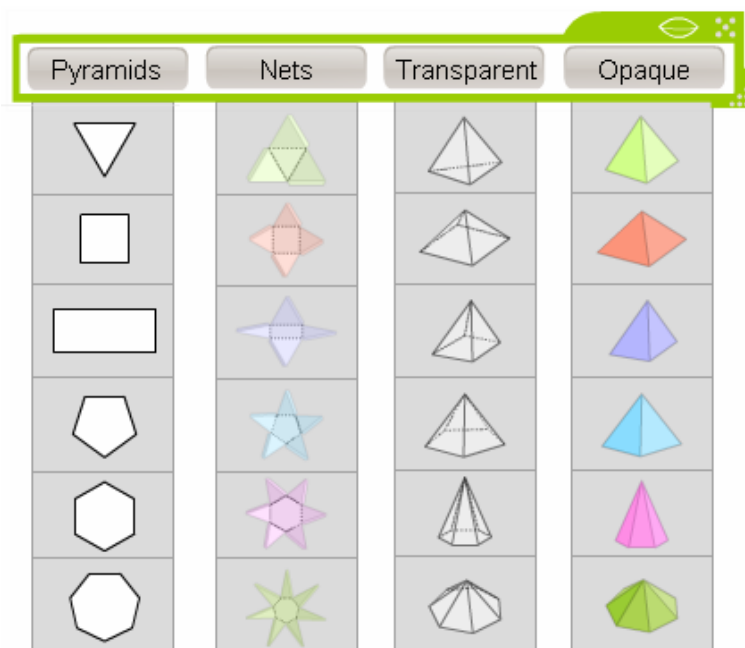
If you select any of the Nets you can click the play button to show how that forms your prism. You can see this below:



2. Pyramids



The Pyramid tool allows you to create pyramids and see how they are formed. Again we have four options for creating pyramids:

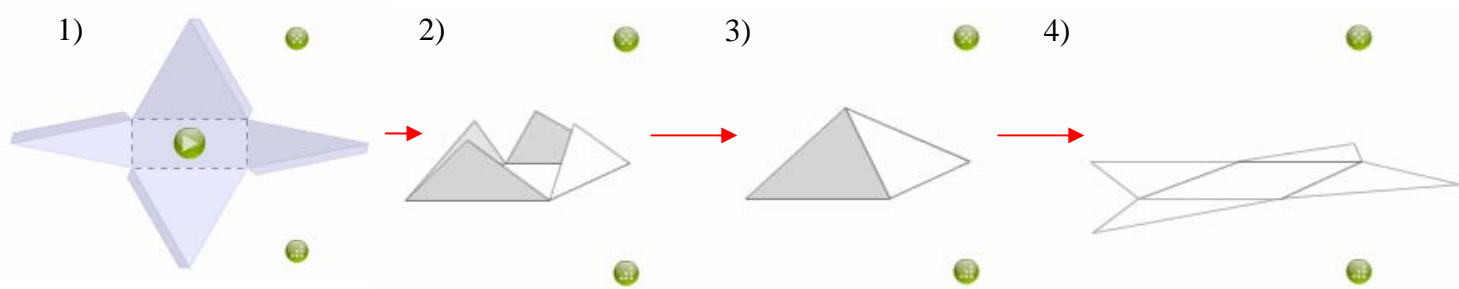


Clicking on each of the menus will make the options for that menu appear.

By clicking on the we can show all of the options for the Pyramids menus.

Clicking on the will then hide the menu options again.

If you select any of the Nets you can click the play button to show how that forms your pyramid. You can see this below:



3. Angles



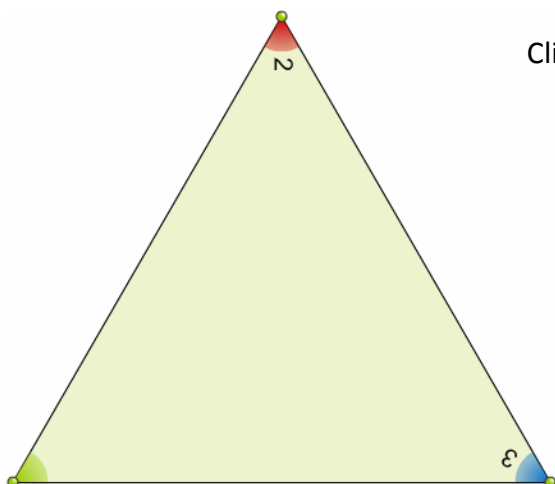
Angles allows you to create and alter shapes and then examine the angles involved in creating that shape.



Click on any of the shapes to get a shape on screen.



By clicking on the we can show all of the angles for the object we have on screen.



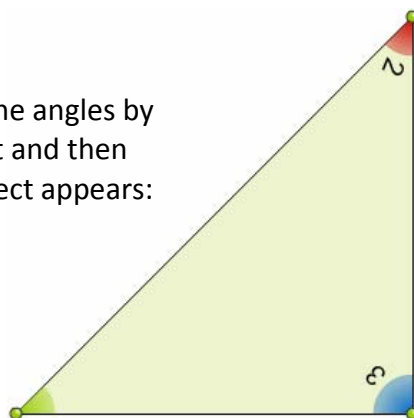
Clicking on the will then hide the angles again.

Triangle	
angle	measure
1	? °
2	? °
3	? °
sum = 180.0°	



Triangle	
angle	measure
1	60°
2	60°
3	60°
sum = 180.0°	

You can also change the appearance and the angles by clicking on the point where two sides meet and then dragging that point to change how the object appears:



Triangle	
angle	measure
1	45°
2	45°
3	90°
sum = 180.0°	

4. Drawing Tools



This is a shortcut to the Drawing tools. Drawing tools are described beginning on Page 11 of this User Guide.

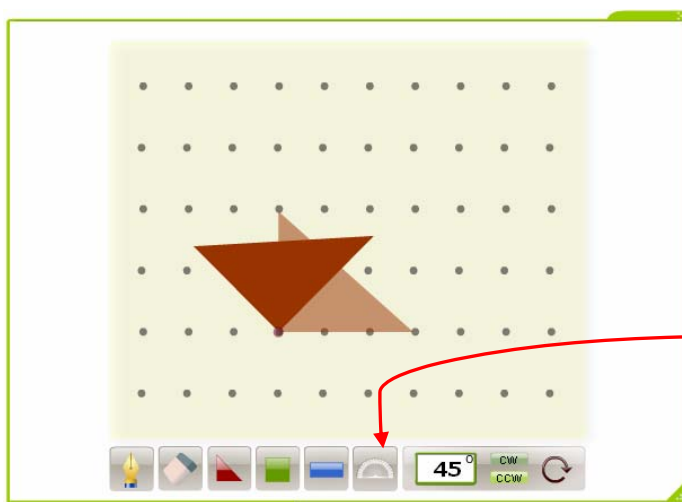
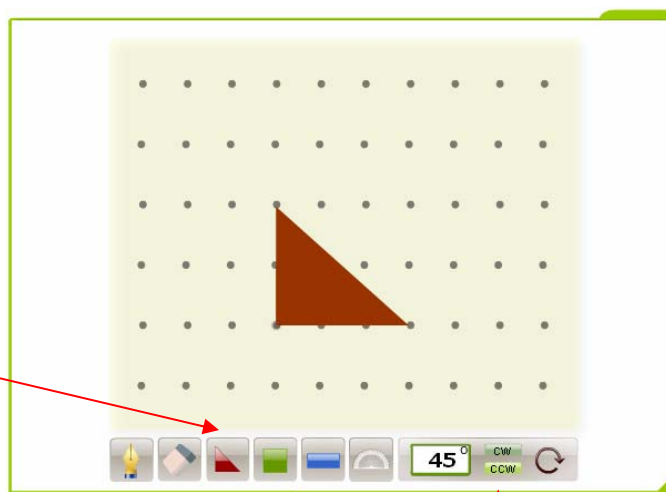
5. Rotation



Clicking on the Rotation icon will open the following window:

You can draw a shape to be rotated by using the pen tool or you can select one of the pre-made shapes by clicking on the triangle, square and rectangle icons.

You can then set the angle and direction of rotation before clicking on the rotate button



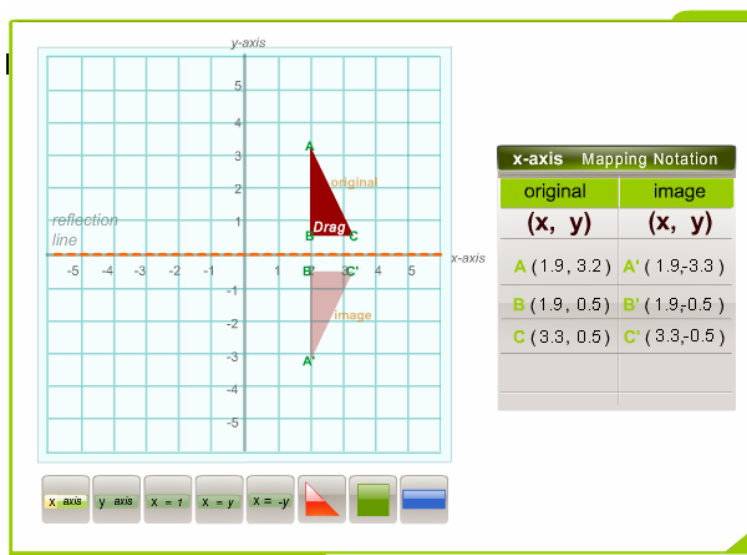
The shape will then rotate through the angle and direction you have selected. You will also see a shadow of the original shape to show the original position.

You can use a protractor to measure the angle of rotation

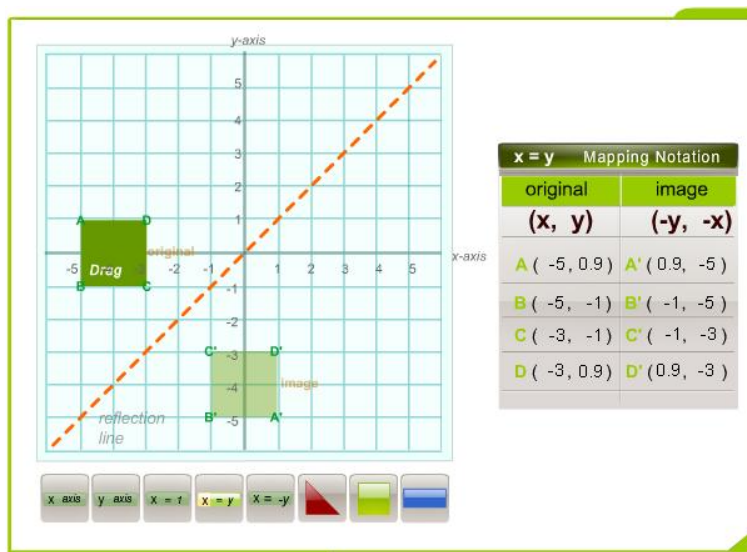
6. Reflection



Clicking on the Reflection icon will open the following window:



You can click and drag to move the shape and the reflection. You can also select the shape you wish to reflect and change the axis of reflection:



GRAPHS & DATA



The tools contained within Graphs and Data are the following:

1. Probability Spinner



2. Dice



3. Tally Marks



4. Graphs



1. *Probability Spinner*



The Probability Spinner is a way for you to randomly determine the probability of a certain colour being selected on the wheel.



You can spin the wheel by clicking on the



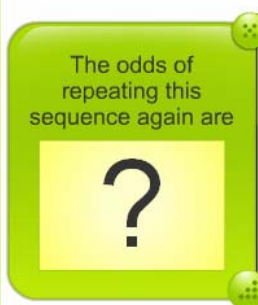
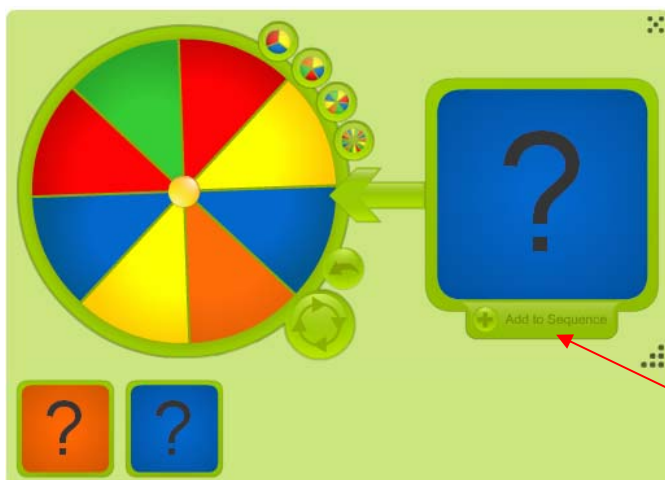
to the bottom right of the wheel.

The

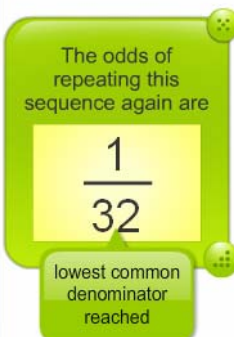
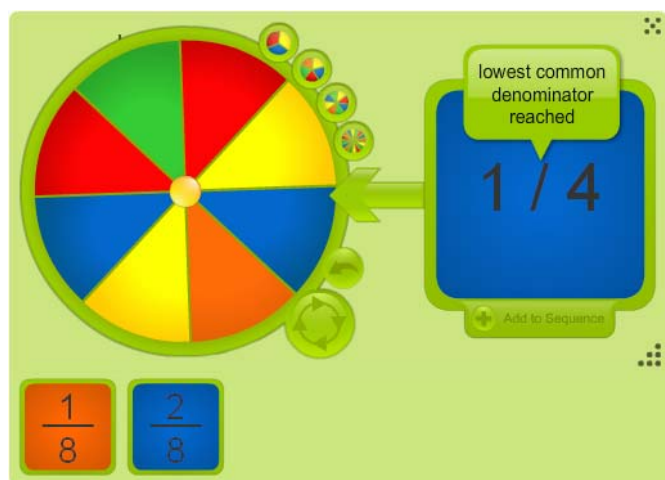


will allow you to reset the wheel.

The four spinner buttons will allow you to select how many segments there will be on your spinner wheel. Choose either 3, 5, 8 or 16.



You can then add segments to a sequence and expand your probability calculations. To do this click Add to Sequence



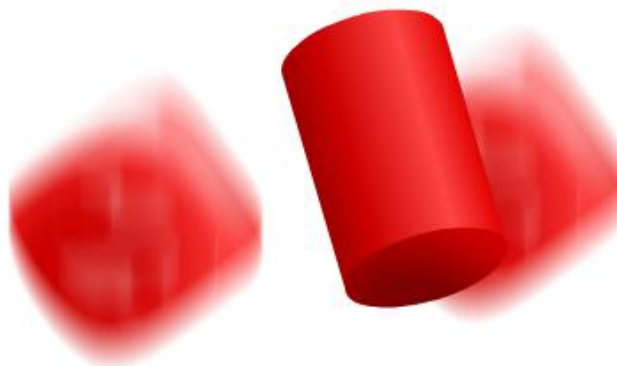
By clicking on each of the ? we can see the probability of that colour appearing on the spinner.

Clicking again on each probability will give you the lowest common denominator.

2. Dice



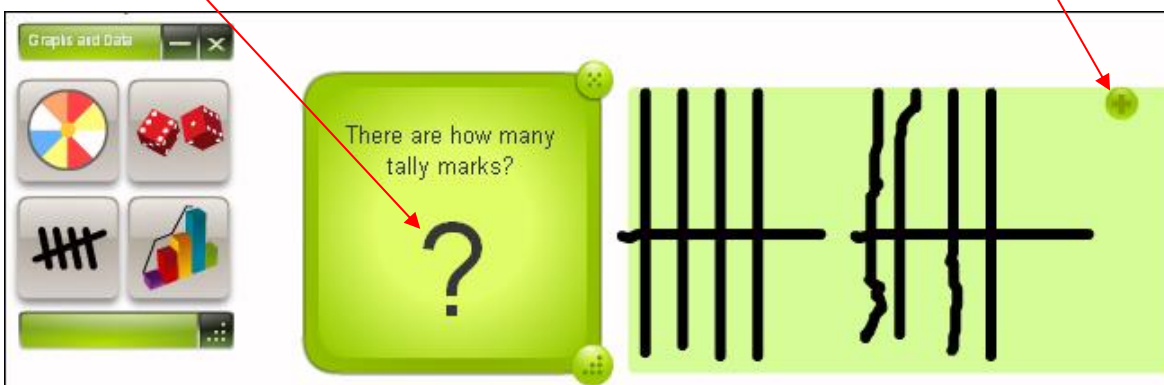
You can use individual dice or combine them with the shaker to roll the dice across the screen. Click on the die or shaker to roll.



3. Tally Marks



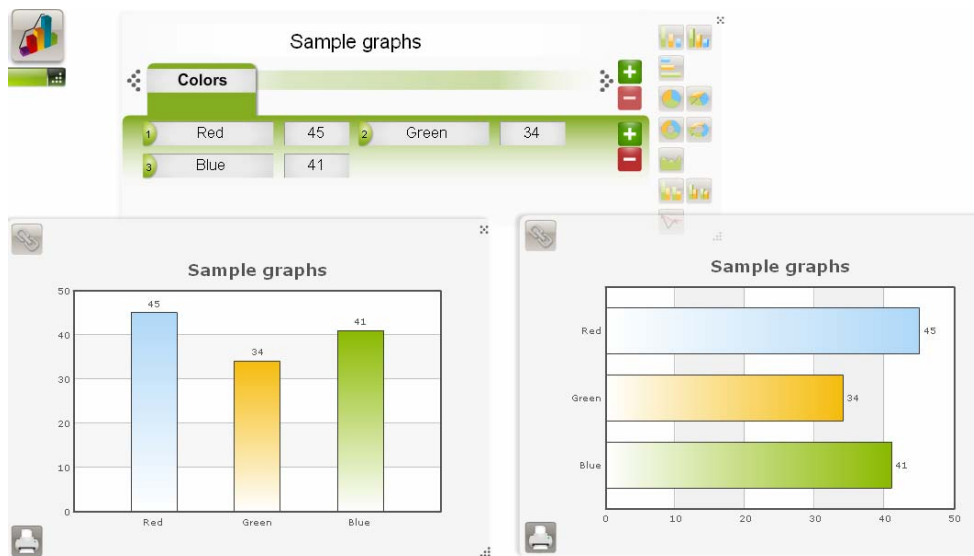
Tally Marks allows us to display information in the form of tallies. Click on the + to add a tally and the ? to reveal the total number of tallies.



4. Graphs



Edit Graph Name
 Enter a title here
 Graph 1
 Add new graph data
 Draw selected graph type
 Item 1
 Add numeric value
 Add new item



MATH GAMES



The following Math Games are included:

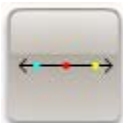
1. Arithmetic Games



2. Speedy Sums



3. Math Lines



4. Number Balls



5. See-Saw



6. Memory



7. Sudoku

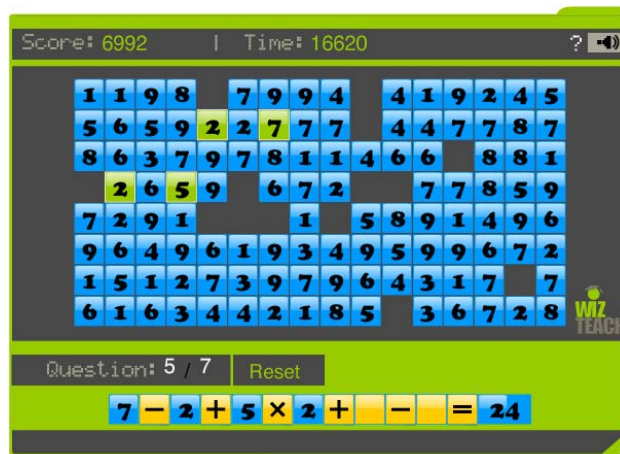


8. Target 24

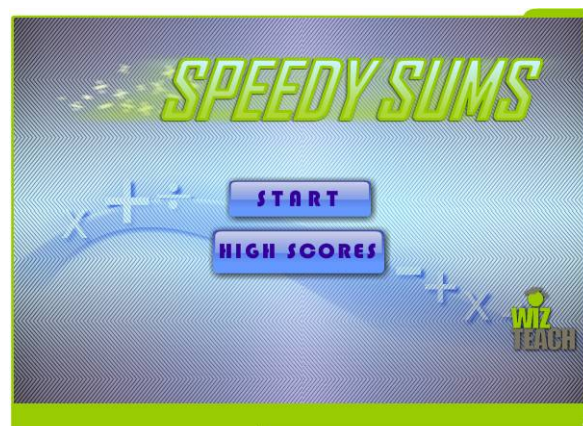


1. Arithmetic Games

The questions calculations will appear at the bottom of the game screen and get progressively harder with every question. By clicking on the numbers in the grid we can select the missing numbers in the calculations.



2. Speedy Sums



Mental maths questions that get progressively harder as the levels increase. Click the numbers onscreen or type them on the keyboard to answer.

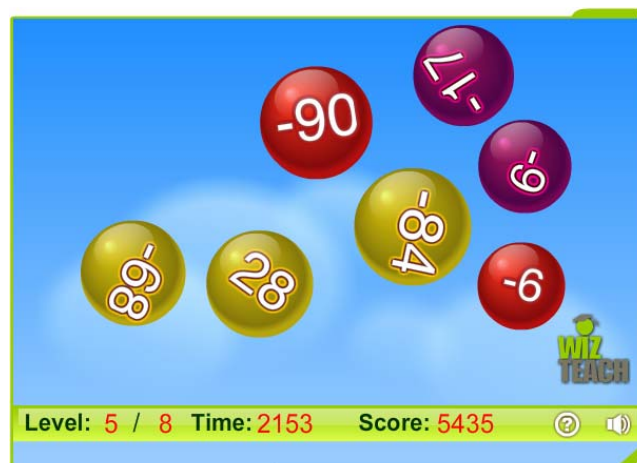
3. Math Lines

Destroy the balls by forming pairs that add up to 10. Note that you can use one ball to destroy a group of same numbered balls.



4. Number Balls

Click the colored balls in ascending order to remove them. The faster you make them disappear the more points you score.



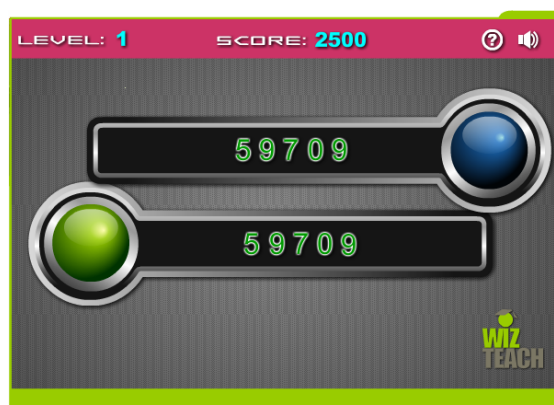
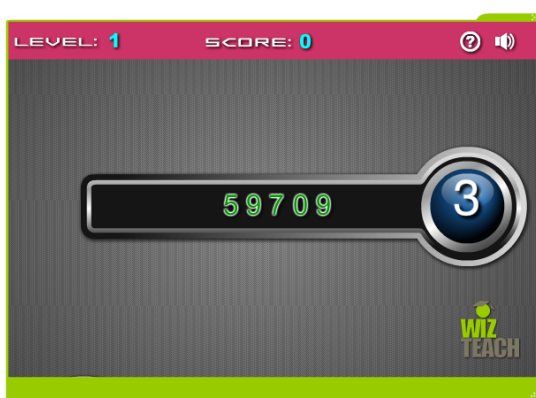
5. See Saw

Select which object is heaviest from the see-saws displayed.



6. Memory

Look at the number onscreen and try to memorize it before the clock runs down and then repeat the sequence of numbers shown by clicking the number buttons or by pressing the number keys.



7. Sudoku

Fill in the squares with 1-9 according to the following rules:

- 1) The numbers in each row, column or diagonal must not be repeated
- 2) The numbers in each 3x3 square (Surrounded by the thicker borders) must not repeat



Select the number you wish to enter on the grid on the left – it will then highlight in green.

Click on the square you wish to enter the number into – the number will then appear in green (as above)

You can hit the **Hint** button to reveal correct numbers but your time taken will be extended by 100 seconds for every number revealed.

8. Target 24

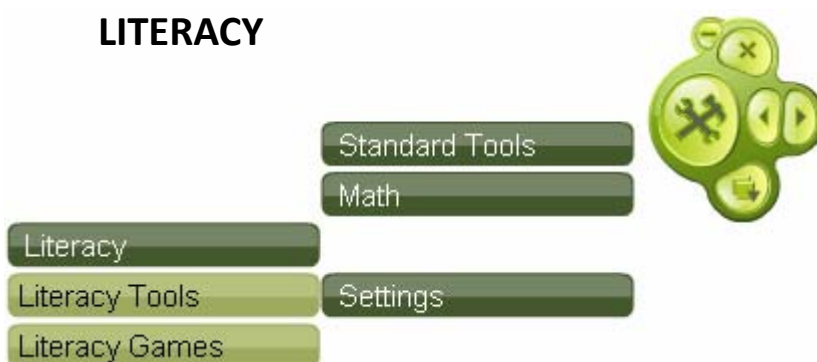
Arrange the playing cards and arithmetic signs into a formula that yields 24.

A = 1, J = 11, Q = 12 and K = 13



LITERACY

WizTeach provides 4 tools for Literacy and 4 Literacy Games



ENGLISH LANGUAGE TOOLS



The 4 English Language Tools are:

1. Text Tool



2. Word & Sentence Builder



3. Word Vault



4. Word Roots



1. Text Tool

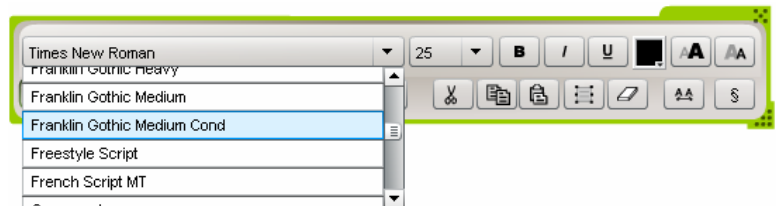


The Text tool allows you to create new text boxes, alter their appearance, text formatting, etc.




When you click on the Text Box icon the toolbar controlling the text box will appear as above.

You can select the text font using the drop down menu as shown:
You can also change text color, cut and paste, underline, etc.



To create a new Text Box you

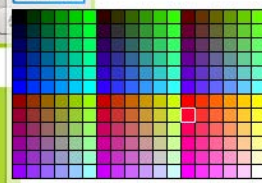
would then click on the  button and the Text Box will appear. Click inside the Text Box to start typing.



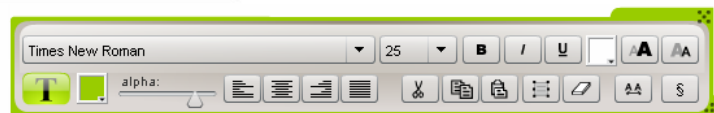
Geography is the st



Geography is the study of the Earth and its features, land and inhabitants



You can also then change the text colour, embolden, underline, italicise, copy and paste, etc.



Geography is the study of the Earth and its features, land and inhabitants

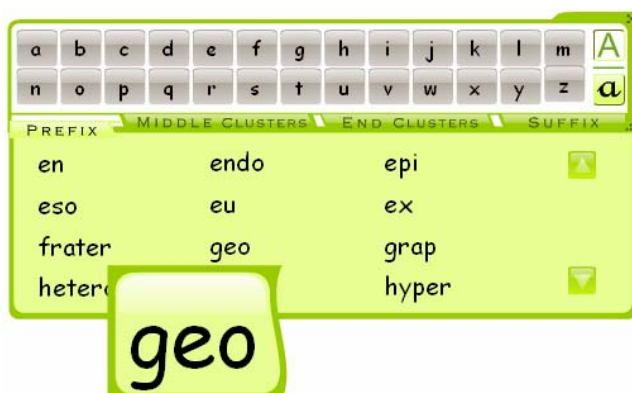
2. Word & Sentence Builder



The Word and Sentence Builder will allow you to create text by dragging and dropping the letters into the text editor.



You can drag out individual letters or click on the word parts at the bottom of the toolbar to build using prefixes, clusters and suffixes.





3. Word Vault

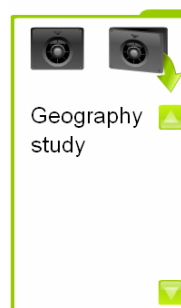


The Word Vault allows you to take words from a block of text and create 'fill in the blank' type scenarios. Words can be added to the Word Vault and then dragged into the blank spaces in the text box.

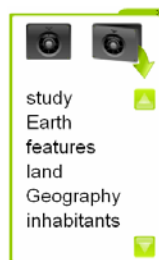


-  The Vault icon will add a word to the Word Vault
-  The Show Vault Icon will display all words currently stored in the Word Vault

Highlight the word you want to add to the Word Vault from your text box as shown:



_____ is the _____ of the
Earth and its features, land and inhabitants



_____ is the _____ of the
_____ and its _____, _____ and

You will be able to see all of the words that have been added to the Vault by clicking on the Open Vault button:



Click on the word within the Word Vault to open it. You can then drag and drop it back into place in the text box.

You cannot add words in a blank space where it does not fit.



_____ is the _____ of the
_____ and its _____, _____ and

Geography



Geography is the _____ of the
Earth and its features, _____ and

When you have added the word back into the text it will disappear from the Word Vault.

4. Word Roots



With the Word Roots tool you can type in a word and you will be given the origins of that word, its constituent parts and their meanings.

SEARCH WORDS	
contemplate	
ROOTS	MEANINGS
a	to, toward, near, in addition to, by
at	to, toward, near, in addition to, by
ate	Noun: state, office, fuction
ate	Verb: cause to be
ate	Adjective: kind of state
co	with, together
con	with, together
con	fully

English Language Games



There are 4 Literacy Games built into WizTeach. These are:

1. Word Builder



2. Word Hunt



3. Mix Up



4. Word Scramble



1. Word Builder



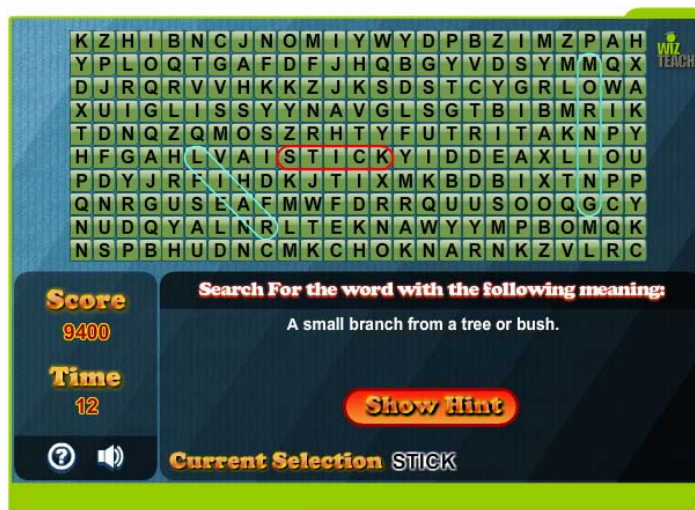
Pick letters to form words using the adjacent letters.
Click on the last letter to confirm the word.
Click anywhere else to cancel the word.
Click on a blank area to drop in a new letter.



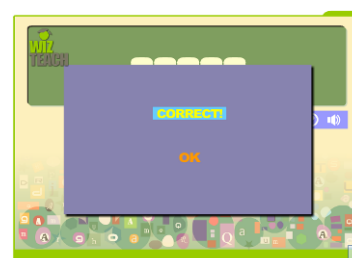
2. Word Hunt



Search for the word with the given meaning. The word can read in any direction. Get more points for quicker answers but you lose points for showing hints.



3. Mix Up

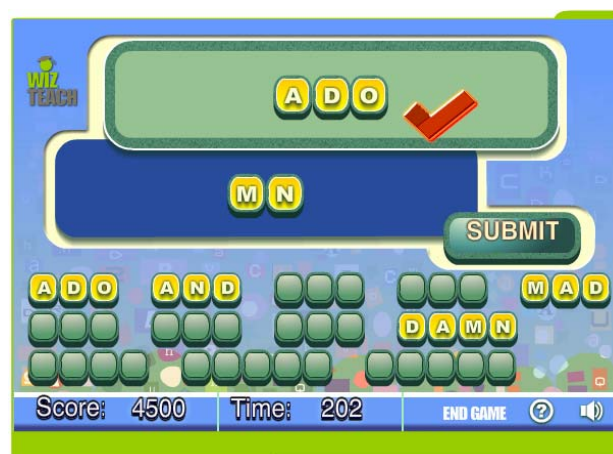


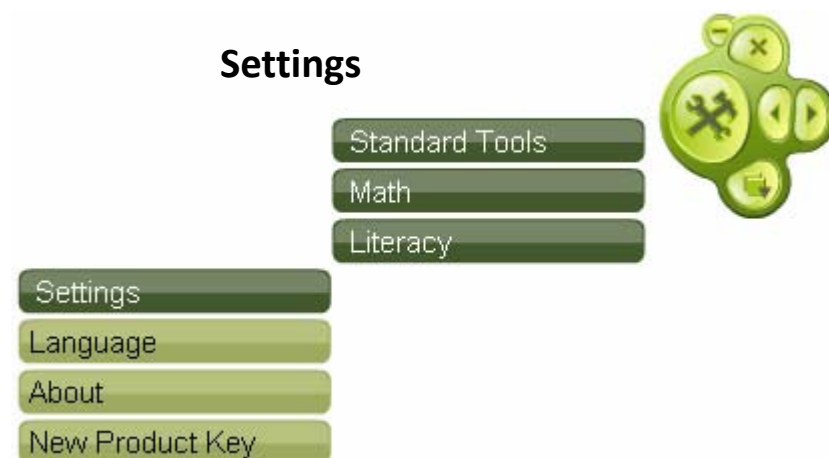
Rearrange the letters to form a valid word. You can get the meaning of the word by clicking the hint button.

4. Word Scramble



Arrange the letters to form words. You do not need to use all the letters but words must be at least 3 letters long. Use the mouse to drag the letters or type them into the box.





Language

This allows you to change the language that WizTeach displays. It will also adjust the keyboard in the Drawing Tools to the corresponding language keyboard.



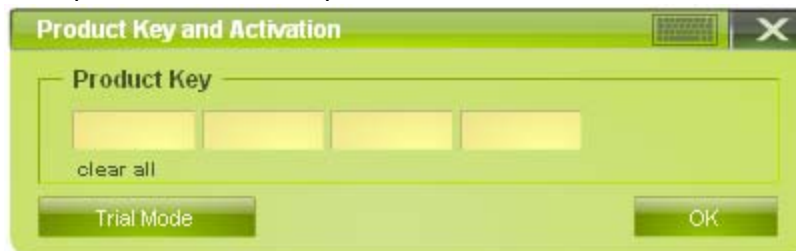
About

This will give you all the details of your current WizTeach installation including Version, Product Key and all of the WizTeach Tools you currently have a license for.

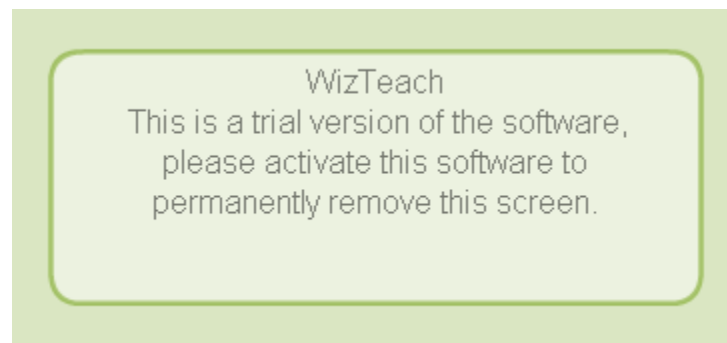


New Product Key

This allows you to enter a new Product Key to update your WizTeach license according to the Tools you have purchased and to update from a trial version.



If you are running a trial version of WizTeach you will periodically see the following message:



Enter a new Product Key for a valid WizTeach License to prevent this message appearing.